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CLAIMS

- 1.- A structure for a board game, comprising a body with a pyramidal shape having a regular quadrangular base and with a vertical axis of symmetry, which body is horizontally subdivided into independent levels (1-6), which are rotational about a shaft (12) coinciding with the vertical axis of symmetry, each of said levels having four lateral surfaces and having, in said lateral surfaces, a plurality of equal recesses (7), in each one of which recesses a game piece of an equal contour (10-11) can be coupled,
- 5 characterized in that
- the upper level, which constitutes the vertex of the pyramidal body, has one
- 10 recess (7) in each of its lateral surfaces;
- in that
- each of the following levels, in a descending direction towards the base of the pyramid, has in each lateral surface two recesses (7) more than the number of recesses that the preceding level has in each lateral surface;
- 15 and in that
- the lateral surfaces are inclined and each recess extends in an axial direction perpendicular to the corresponding lateral surface.
2. A structure according to claim 1, characterized in that the levels (1-6) are of an equal height.
- 20 3. A structure according to claim 1, characterized in that said body extends in the lower portion into a hollow base or pedestal (8), which laterally opens to the exterior through two opposite surfaces, through which two extractible drawers (9) containing the game pieces (10-11) can be coupled.
- 25 4. A structure according to any of the preceding claims, characterized in that each level includes a bushing (13) mounted around the shaft (12), and in that the structure includes washers (14) between the bushings (13) to facilitate the rotation of one level with regard to the adjacent levels.

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